

ACCURSED CULTISTS

90–185 PTS

TORMENT

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 6+ | 3 | 7+ | 1  |

MUTANT

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 6+ | 1 | 7+ | 1  |

⌘ MELEE WEAPONS

| WEAPON                 | RANGE | A    | WS | S | AP | D |
|------------------------|-------|------|----|---|----|---|
| Blasphemous appendages | Melee | 2    | 4+ | 4 | 0  | 1 |
| Hideous mutations      | Melee | D6+2 | 4+ | 5 | -1 | 2 |

ABILITIES

- Howling Horde**  
In your opponent's Shooting phase, when an enemy unit has shot, if a model from this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6".
- Khorne**  
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**  
Add 1 to this model's Toughness characteristic.
- Slaanesh**  
Add 2" to this model's Move characteristic.
- Tzeentch**  
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

- Dark Pacts**  
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
  - [LETHAL HITS]
  - [SUSTAINED HITS 1]

CORE RULES

- Feel No Pain 6+**  
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.
- Scouts 6"**  
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
  - If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
  - If that unit is wholly within your deployment zone, it can make a scout move.
  - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



AUFSTELLUNG

3-6x Torment - Equipped with:  
Hideous mutations  
5-10x Mutant - Equipped with:  
Blasphemous appendages  
**Basegrößen:** Mutant 25mm,  
Torment 40mm



**KEYWORDS:** Infantry, Chaos,  
Accursed Cultists, Damned  
**FACTION KEYWORDS:** Heretic  
Astartes